FIG. 1

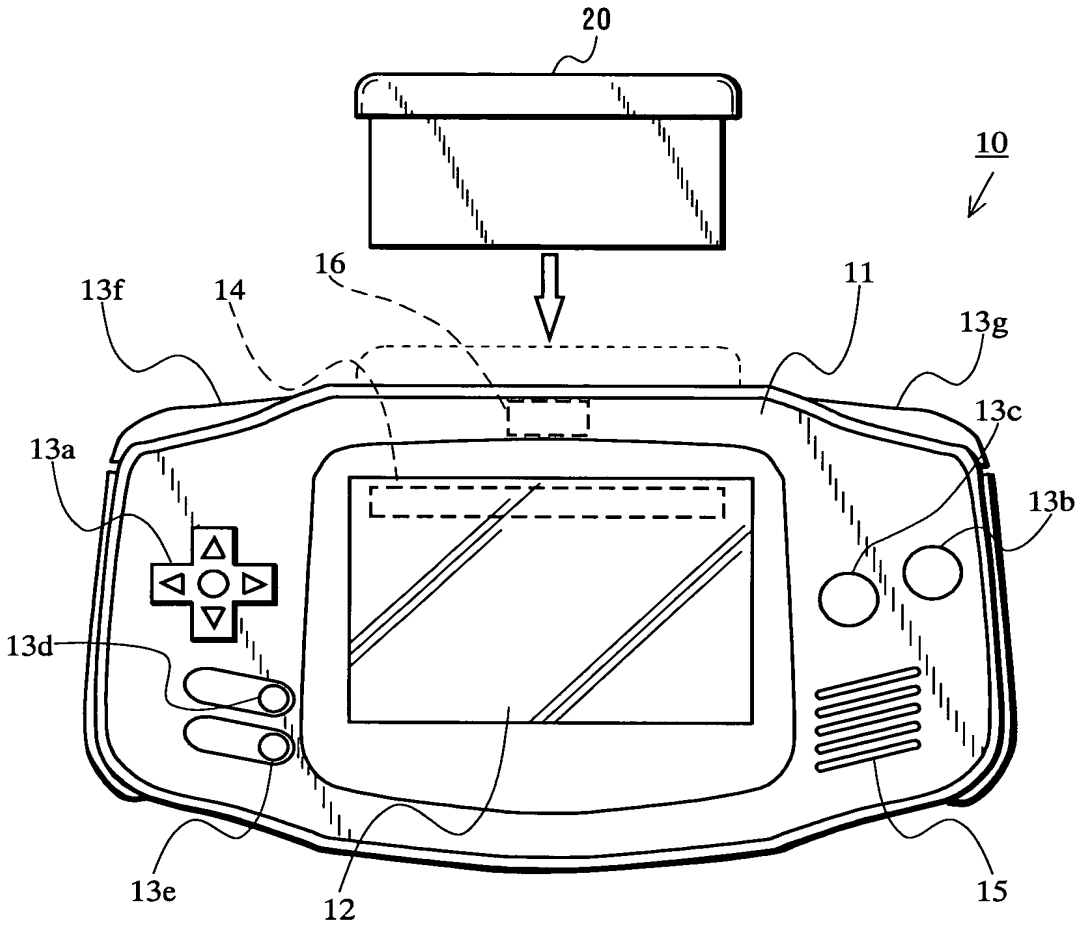


FIG. 2

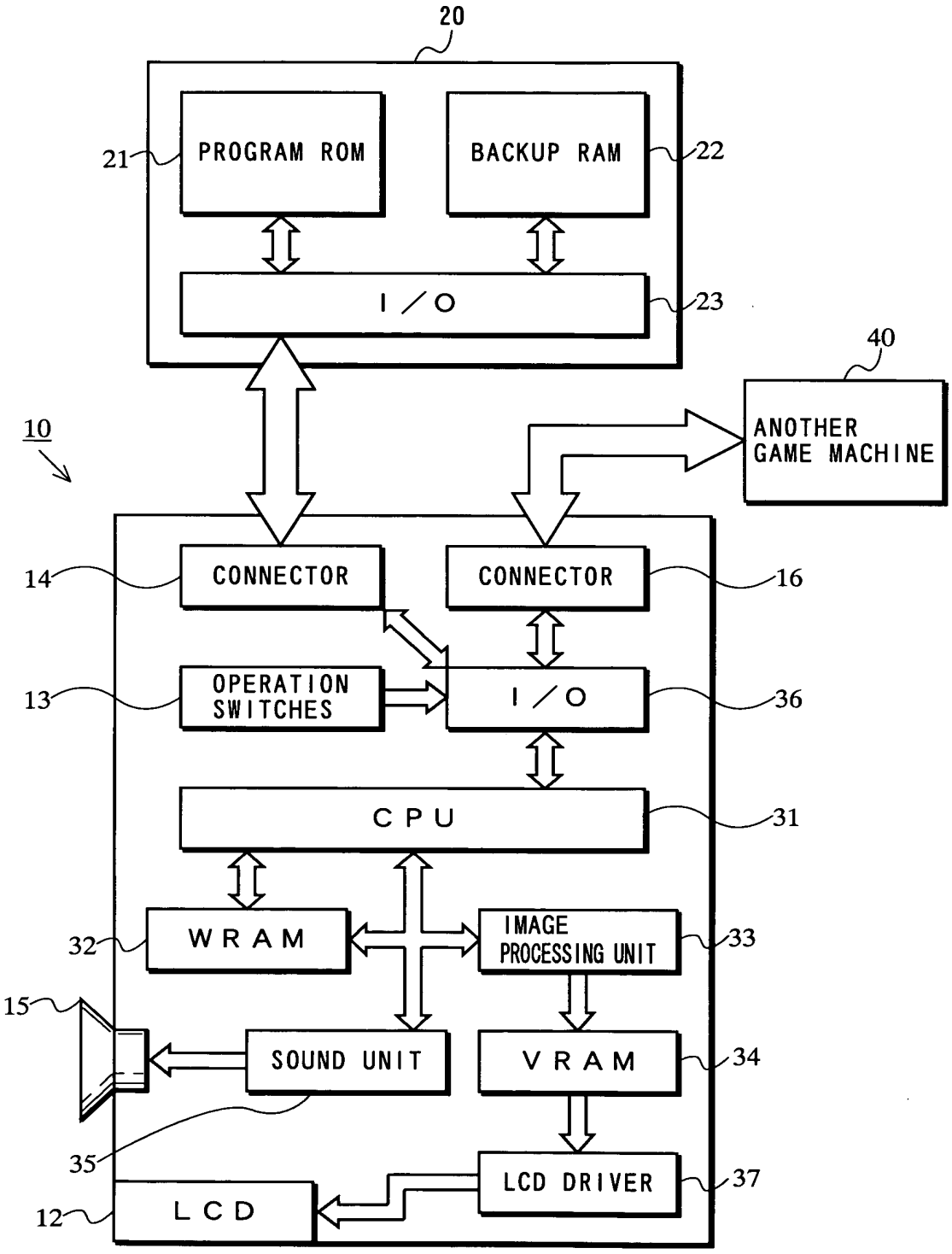

20
21
PROGRAM ROM
BACKUP RAM
22
I/O
23
40
ANOTHER GAME MACHINE
10
14
CONNECTOR
CONNECTOR
16
13
OPERATION SWITCHES
I/O
36
CPU
31
32
WRAM
IMAGE PROCESSING UNIT
33
15
SOUND UNIT
VRAM
34
35
LCD DRIVER
37
12
LCD

FIG. 3

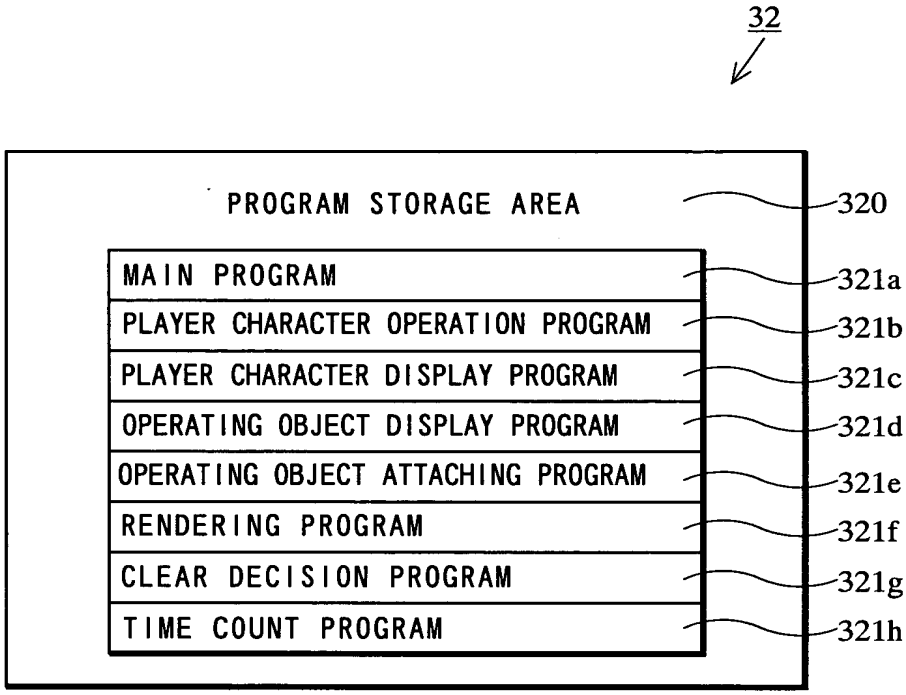

32
PROGRAM STORAGE AREA
320
MAIN PROGRAM
321a
PLAYER CHARACTER OPERATION PROGRAM
321b
PLAYER CHARACTER DISPLAY PROGRAM
321c
OPERATING OBJECT DISPLAY PROGRAM
321d
OPERATING OBJECT ATTACHING PROGRAM
321e
RENDERING PROGRAM
321f
CLEAR DECISION PROGRAM
321g
TIME COUNT PROGRAM
321h

FIG. 4

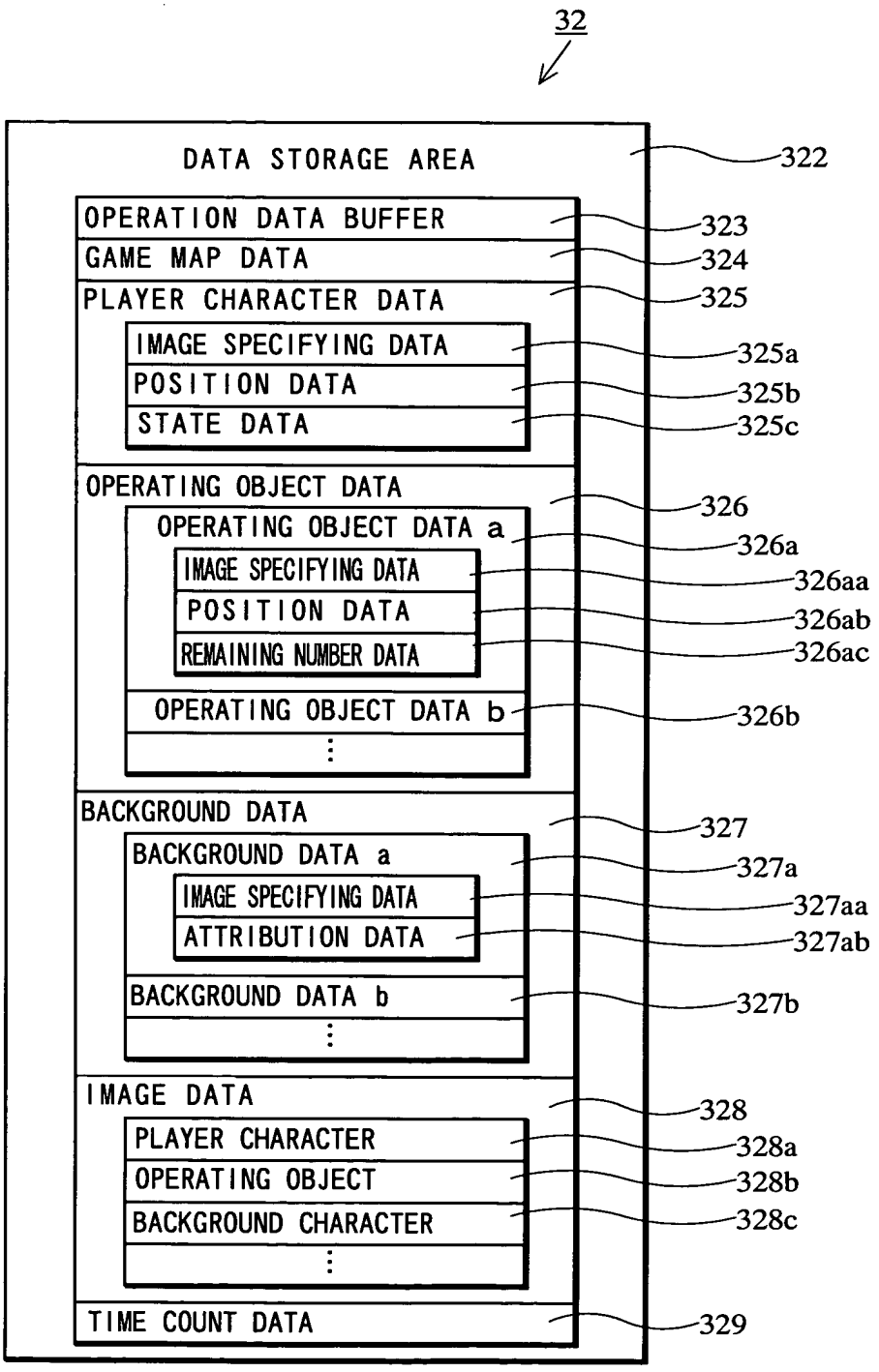

32
DATA STORAGE AREA
322
OPERATION DATA BUFFER
323
GAME MAP DATA
324
PLAYER CHARACTER DATA
325
IMAGE SPECIFYING DATA
325a
POSITION DATA
325b
STATE DATA
325c
OPERATING OBJECT DATA
326
OPERATING OBJECT DATA a
326a
IMAGE SPECIFYING DATA
326aa
POSITION DATA
326ab
REMAINING NUMBER DATA
326ac
OPERATING OBJECT DATA b
326b
BACKGROUND DATA
327
BACKGROUND DATA a
327a
IMAGE SPECIFYING DATA
327aa
ATTRIBUTION DATA
327ab
BACKGROUND DATA b
327b
IMAGE DATA
328
PLAYER CHARACTER
328a
OPERATING OBJECT
328b
BACKGROUND CHARACTER
328c
TIME COUNT DATA
329

FIG. 5

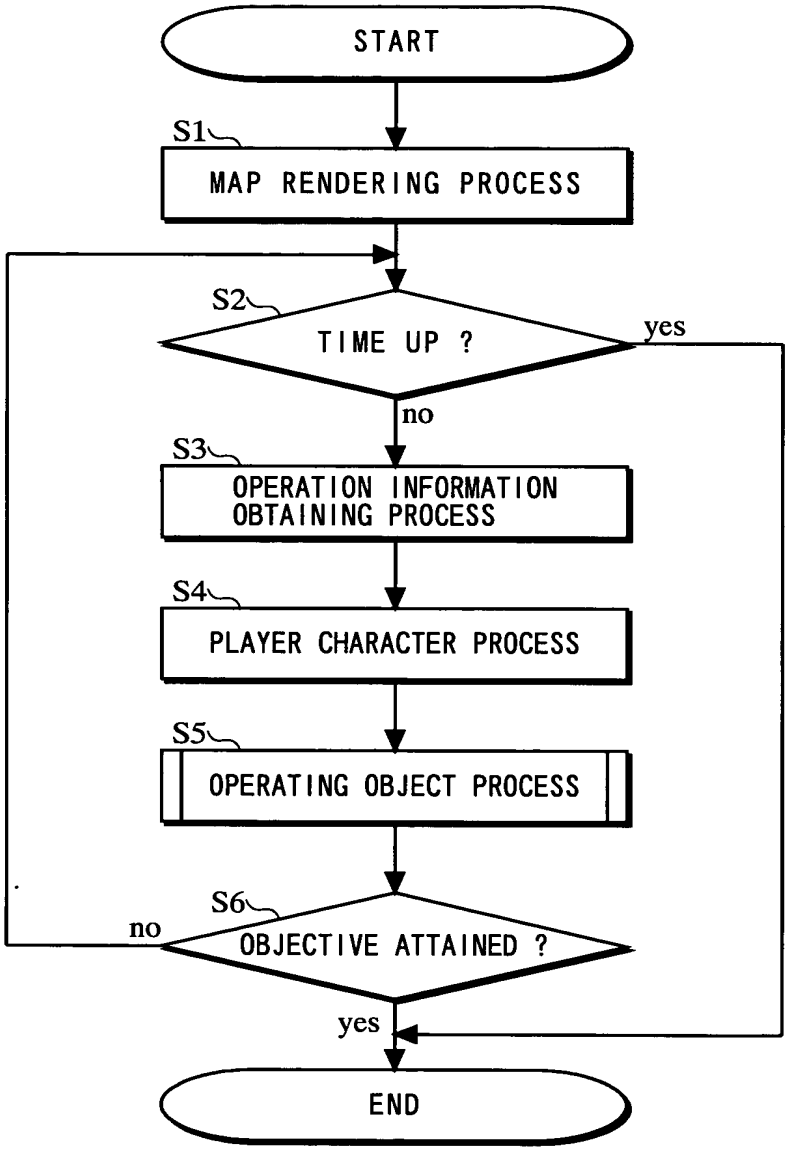

START
S1
MAP RENDERING PROCESS
S2
TIME UP ?
yes
no
S3
OPERATION INFORMATION OBTAINING PROCESS
S4
PLAYER CHARACTER PROCESS
S5
OPERATING OBJECT PROCESS
S6
OBJECTIVE ATTAINED ?
no
yes
END

FIG. 6

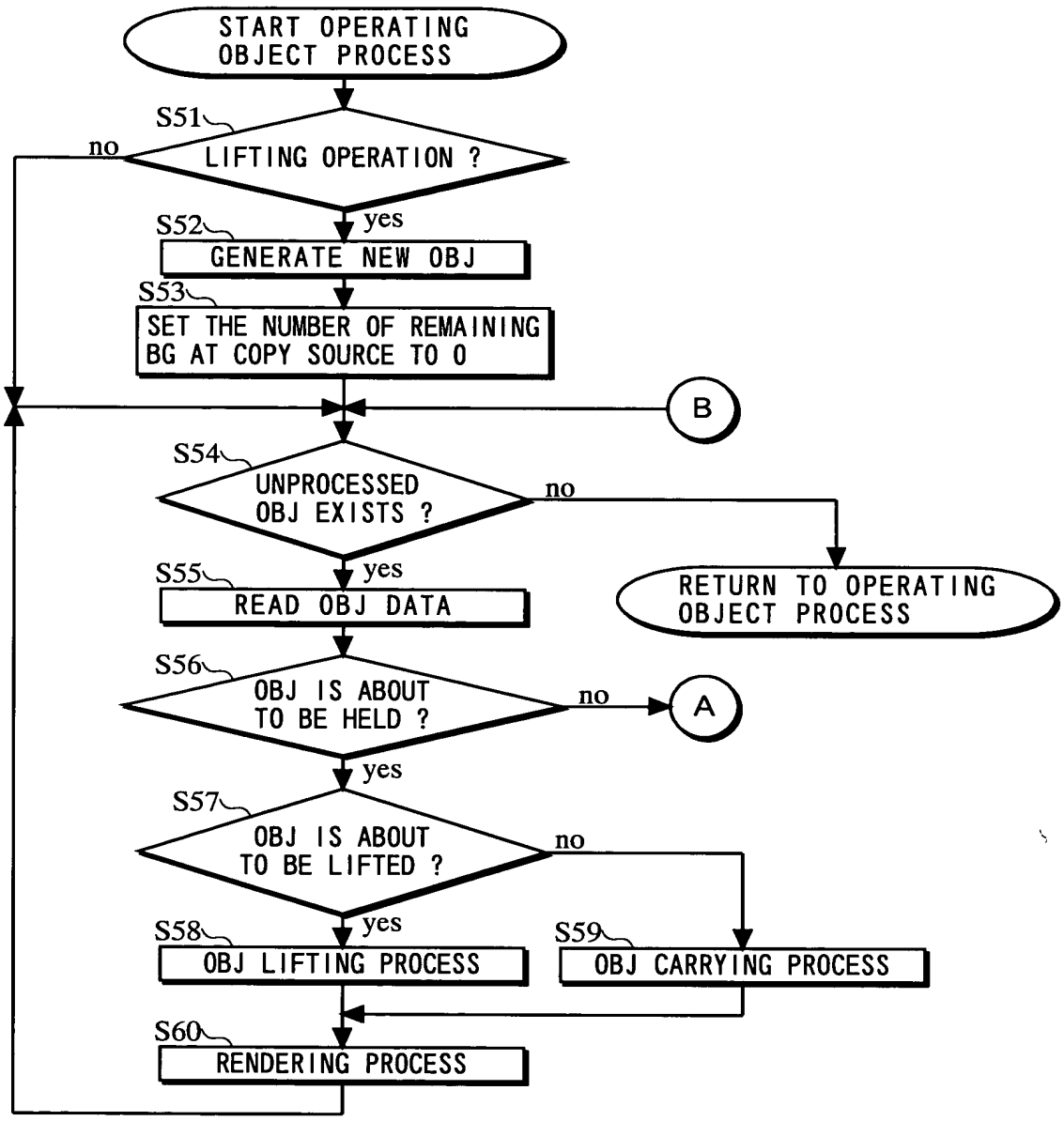

START OPERATING OBJECT PROCESS
S51
LIFTING OPERATION ?
no
yes
S52
GENERATE NEW OBJ
S53
SET THE NUMBER OF REMAINING BG AT COPY SOURCE TO 0
B
S54
UNPROCESSED OBJ EXISTS ?
no
yes
S55
READ OBJ DATA
RETURN TO OPERATING OBJECT PROCESS
S56
OBJ IS ABOUT TO BE HELD ?
no
A
yes
S57
OBJ IS ABOUT TO BE LIFTED ?
no
yes
S58
OBJ LIFTING PROCESS
S59
OBJ CARRYING PROCESS
S60
RENDERING PROCESS

FIG. 7

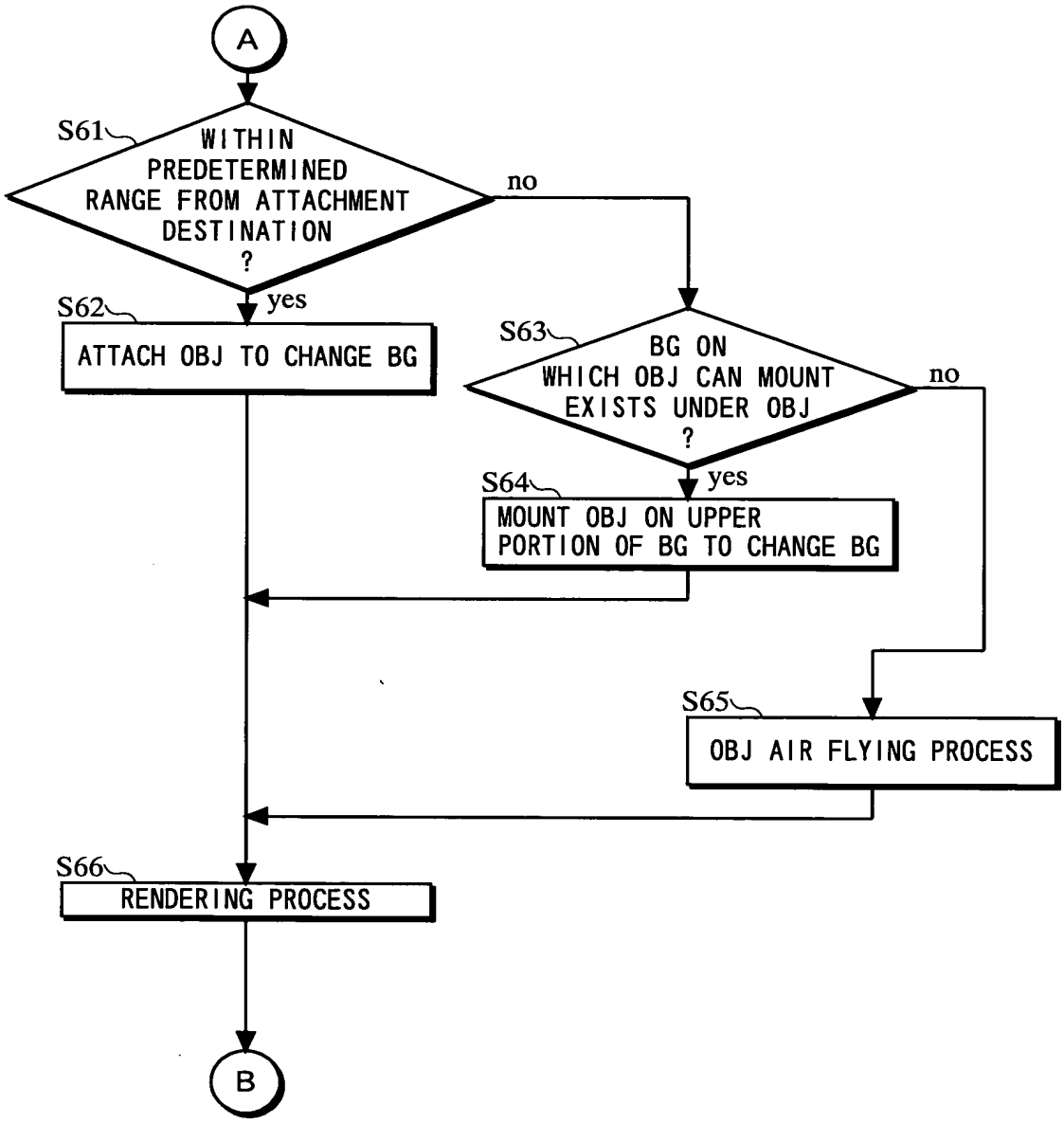

A
S61
WITHIN PREDETERMINED RANGE FROM ATTACHMENT DESTINATION ?
no
yes
S62
ATTACH OBJ TO CHANGE BG
S63
BG ON WHICH OBJ CAN MOUNT EXISTS UNDER OBJ ?
no
yes
S64
MOUNT OBJ ON UPPER PORTION OF BG TO CHANGE BG
S65
OBJ AIR FLYING PROCESS
S66
RENDERING PROCESS
B

FIG. 8

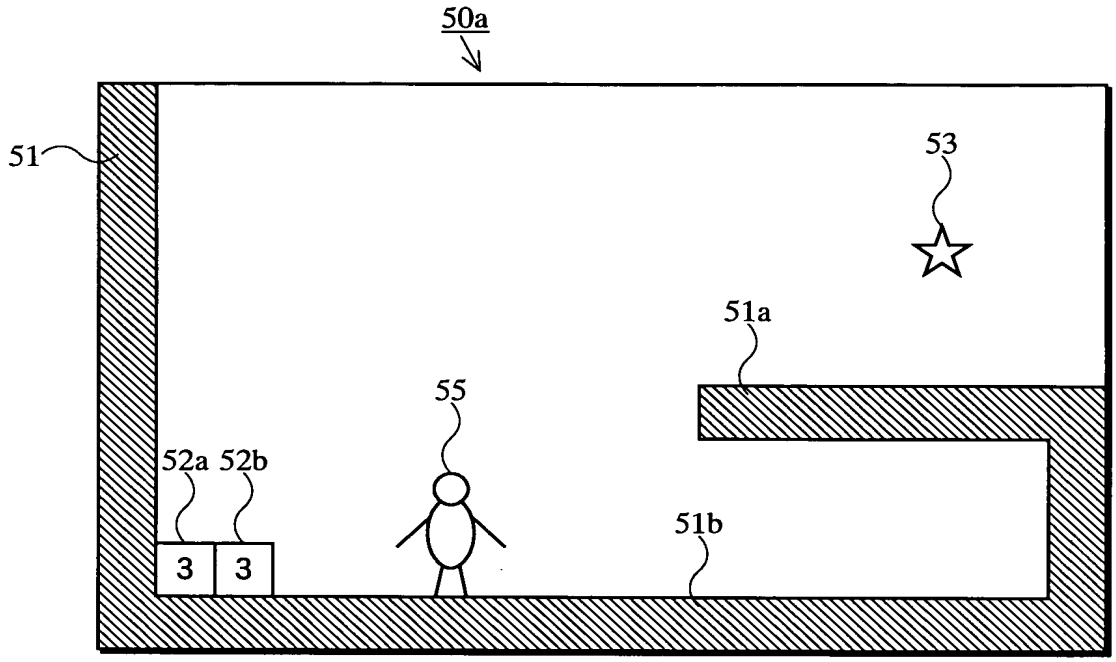



FIG. 9

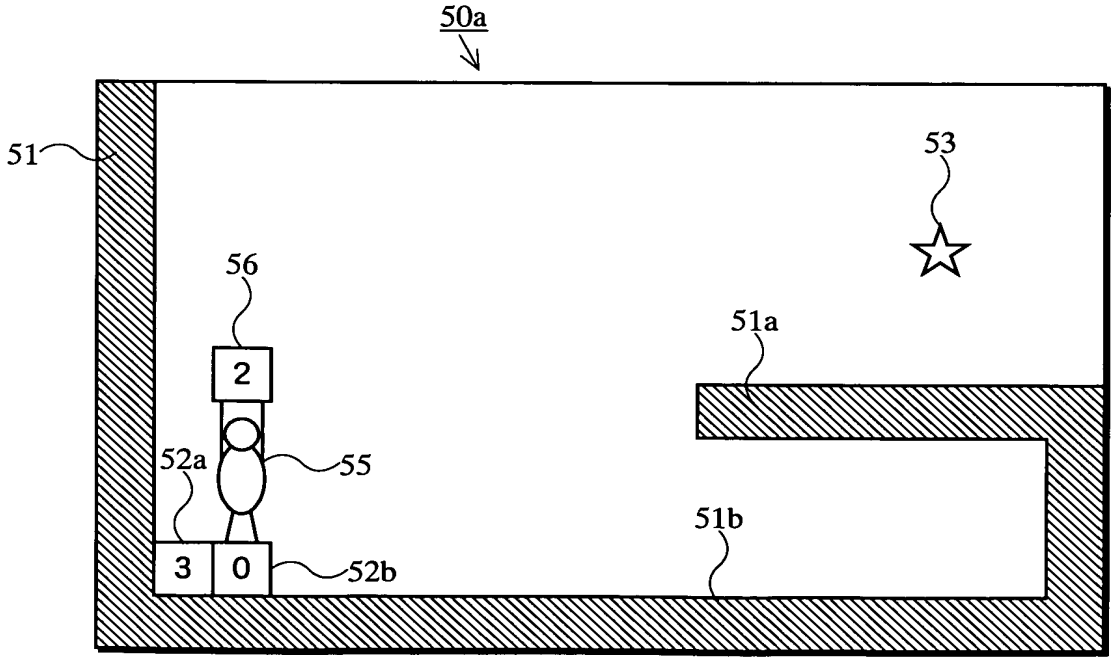


FIG. 10

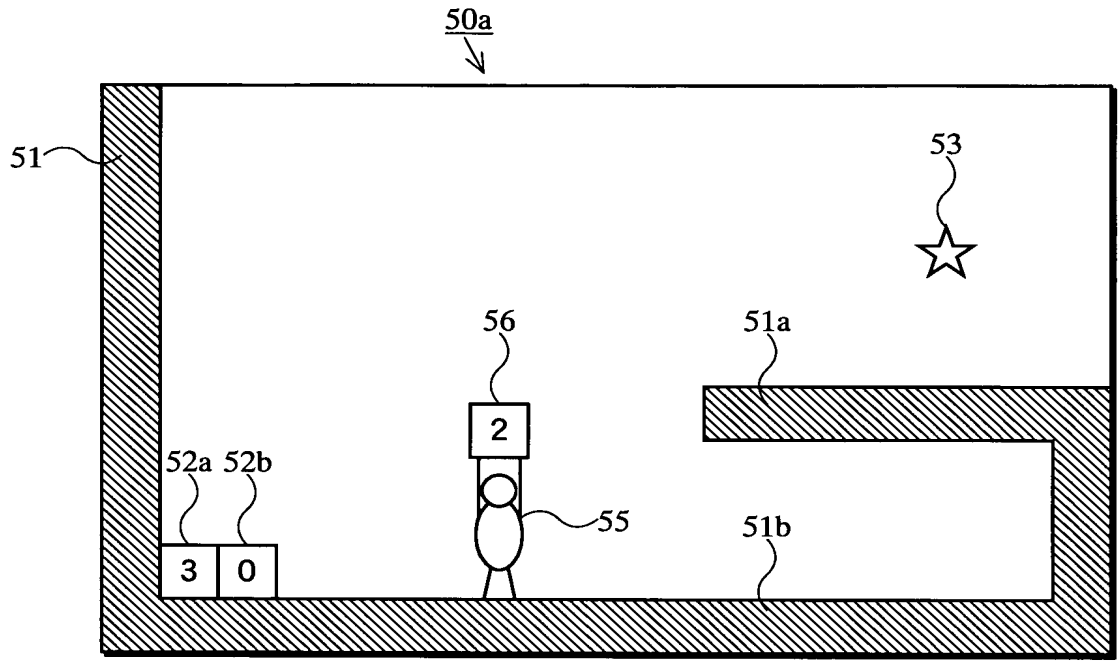

50a
51
53
56
51a
2
52a 52b
55
51b
3 0

FIG. 11

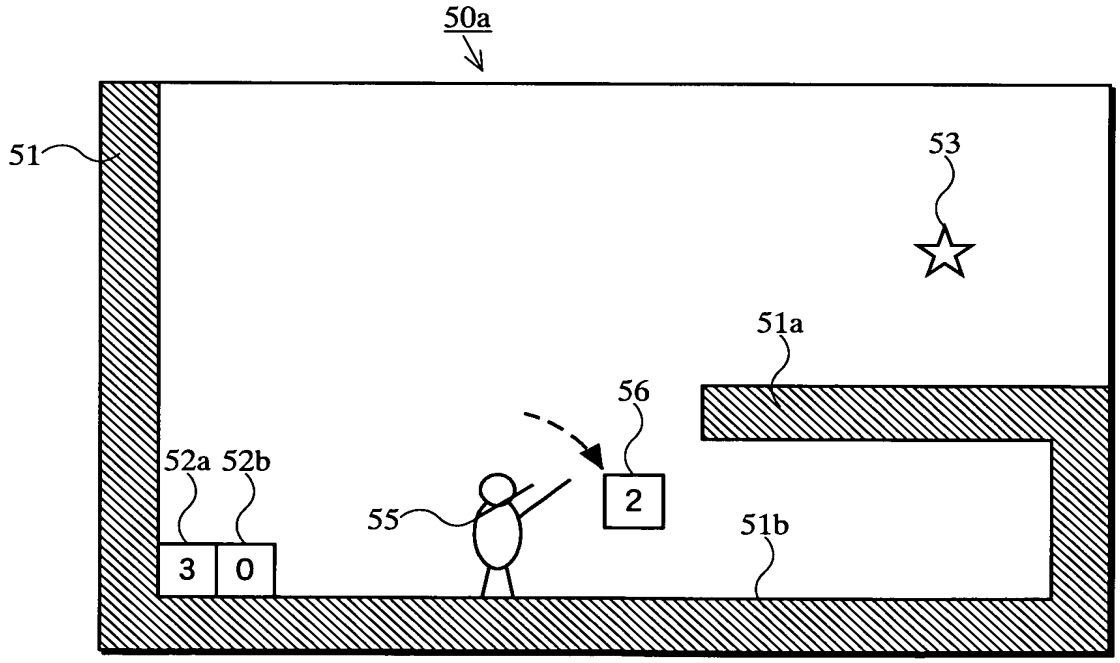

50a
51
53
51a
56
52a 52b
2
55
51b
3 0

FIG. 12

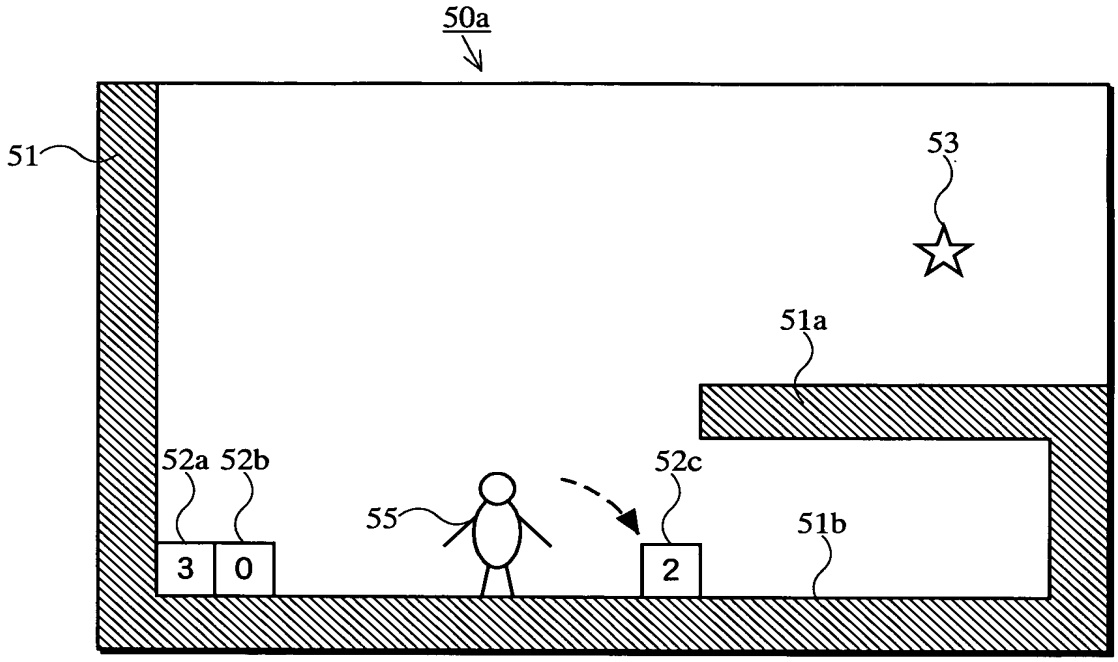

50a
51
53
51a
52a
52b
52c
55
51b
3
0
2

FIG. 13

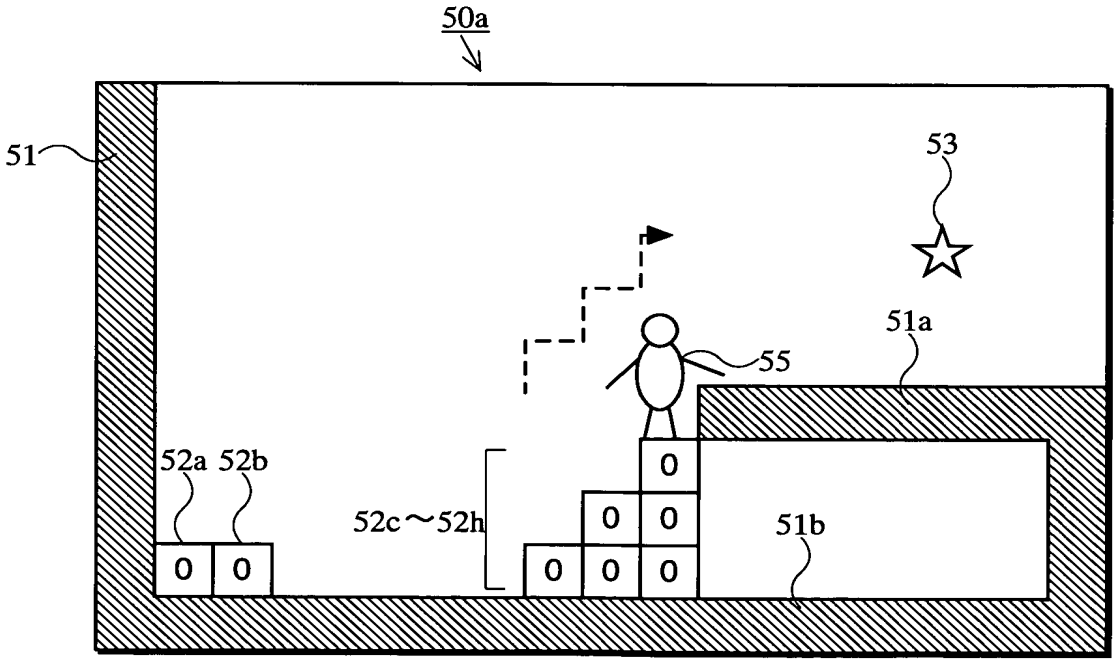

50a
51
53
51a
55
52a
52b
52c～52h
51b
0
0
0
0
0
0
0

FIG. 14

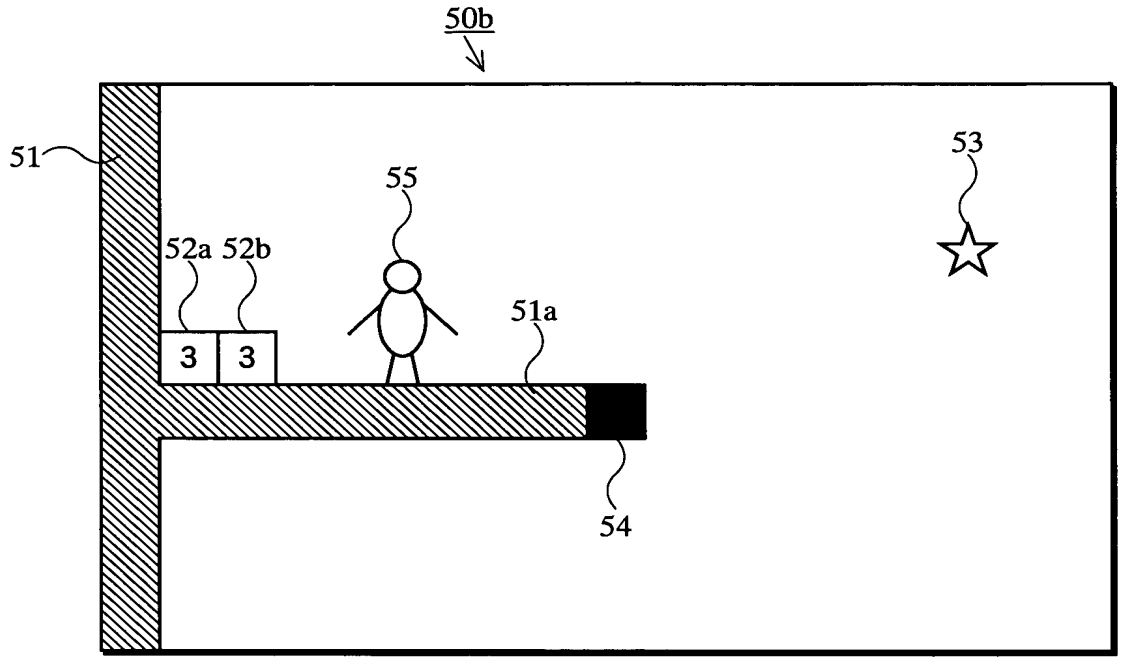



FIG. 15

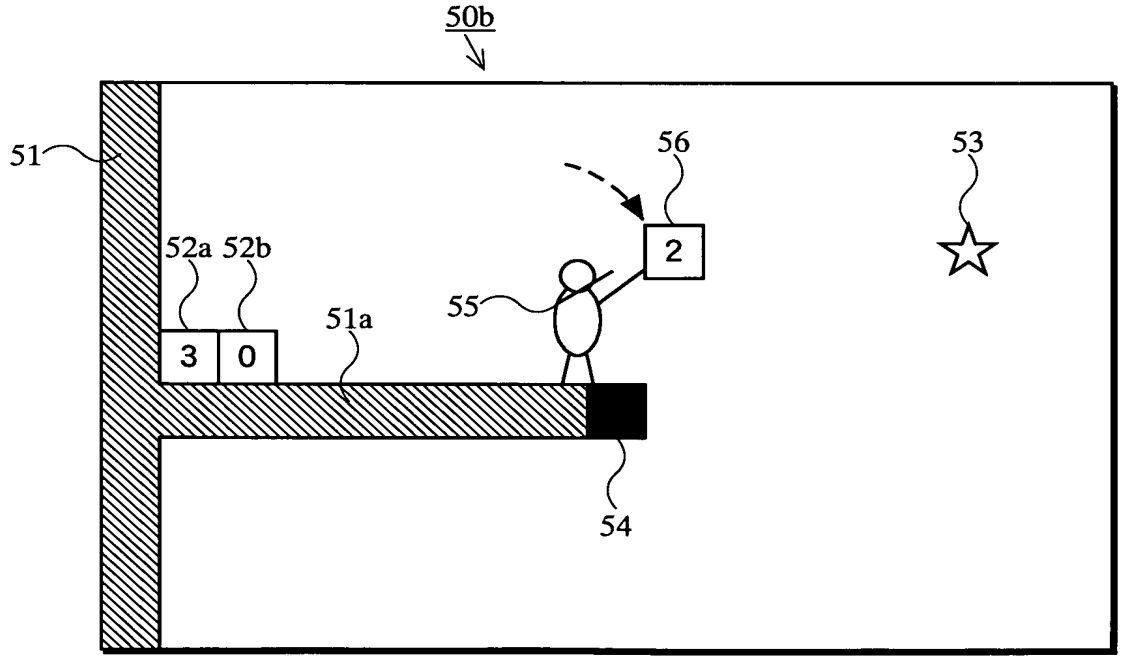


FIG. 16

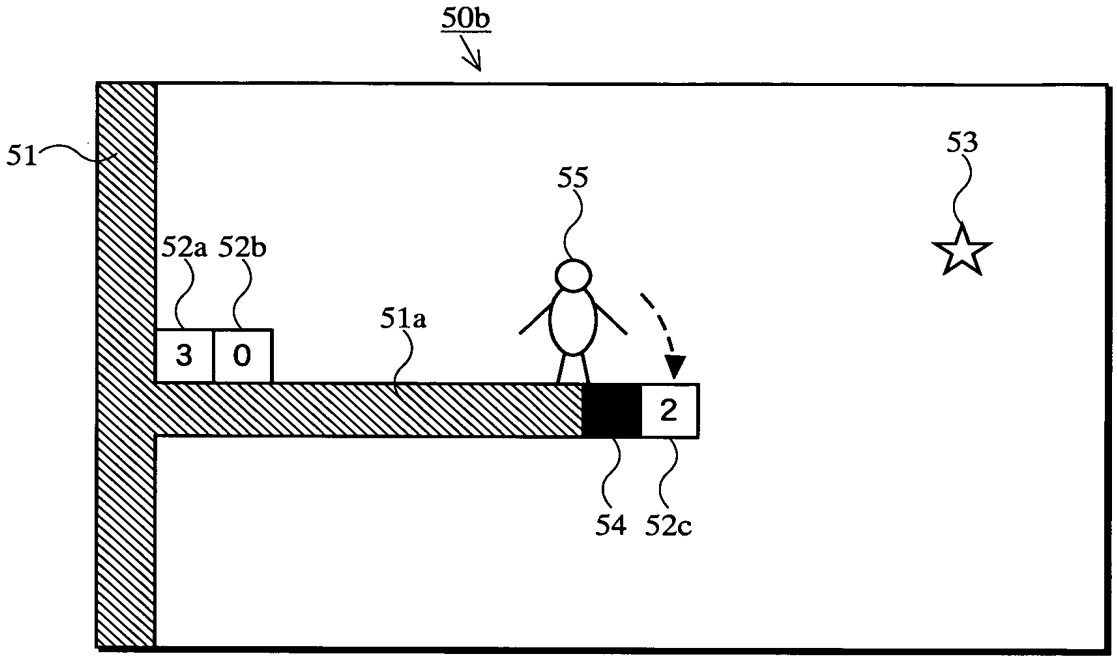

50b
51
53
55
52a 52b
51a
3
0
2
54
52c

FIG. 17

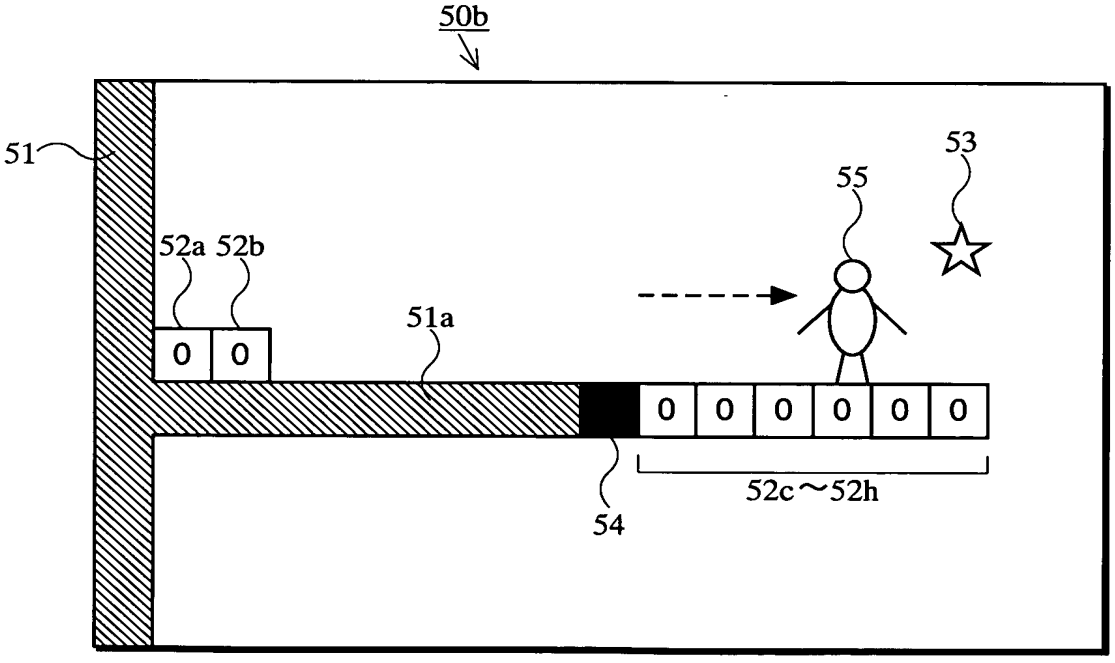

50b
51
53
55
52a 52b
51a
0
0
0 0 0 0 0 0
52c～52h
54

FIG. 18A

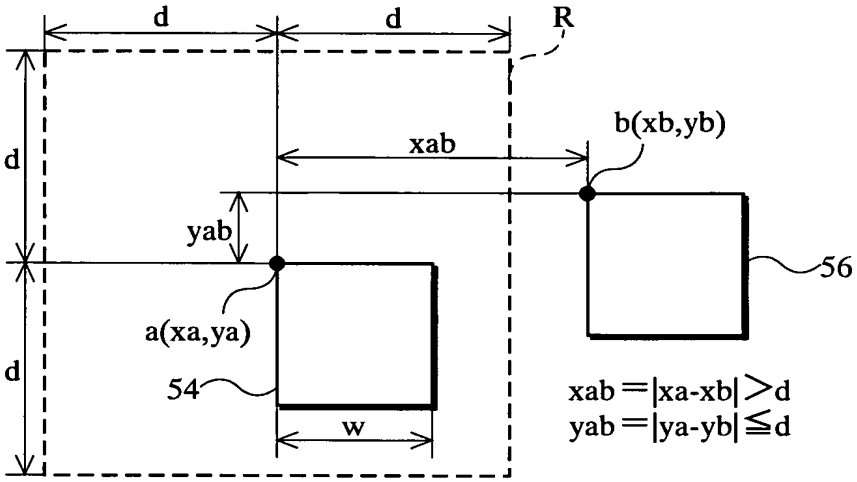



FIG. 18B

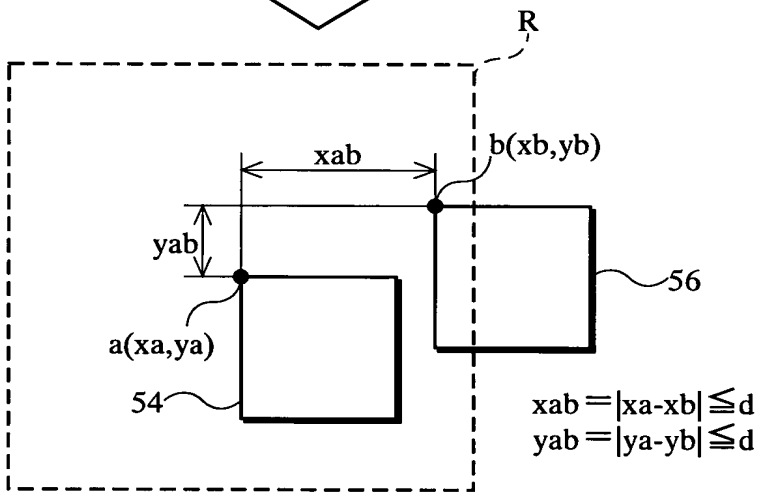



FIG. 18C

